## NOTICE OF PUBLIC HEARING

Proposed Amendment to the Vernonia Urban Growth Boundary (UGB) by adding an estimated 22 acres for a new public school complex for the Vernonia School District 47J.

**SITE LOCATION**: The subject site is north of Spencer Park and east of the gravel road extension of Texas Avenue. The three parcels include tax lots 100, 300, and 400, Map 4N 4W Section 4.

**NOTICE IS HEREBY GIVEN** that the Vernonia Planning Commission will conduct a Public Hearing in accordance with Vernonia Title 9 Land Use and Development Section 9.01.10-50. Additional expansion of the Vernonia UGB, City File #PA 09-02 information about the application can be obtained by contacting Joann Glass at City Hall 503-429-5291 ext. 104. The Vernonia Land Use and Development Code require that if you receive this notice you shall promptly forward it to the purchaser.

The **Public Hearing** will be on **August 13, 2009** at **7:00 pm** in the Council Chambers of City Hall, 1001 Bridge Street, Vernonia, OR 97064. The Public Hearing is governed by the Comprehensive Plan amendment criteria of Vernonia Land Use and Development Code Section 9.01.09-50. A staff report will be available to the public at City Hall one week before the hearing, and may be copied for a nominal fee. Failure to raise an issue in a hearing, in person or by letter or failure to provide statements or evidence sufficient to afford the decision-maker an opportunity to respond to the issue precludes appeal to the board based on that issue. Public testimony is welcome, and written statements will also be received before the hearing.

All meeting locations are accessible to persons with disabilities. A request for an interpreter for the hearing impaired or for other accommodations for persons with disabilities should be made at least 48 hours prior to the public hearing to the City Recorder at 503-429-5291, ext. 104; TTY 1-800-735-2900 or at City Hall, 1001 Bridge St., Vernonia OR 97064.

The City of Vernonia is an Equal Opportunity Provider and Employer